STATUS OF CLAIMS

1. (original)   In a computer system including at least two server nodes, each of which execute clustered server software, a method for providing a transition from a first one of said server nodes to a second one of said server nodes, said method comprising the steps of:

         a.   in response to a request for said transition, initiating a thread for effecting said transition from said first server node to said second server node;

         b.   determining if a shared resource is owned by said second node, and if not;

         c.   calling a driver to enable functionality of said transition, which transition sets up said shared resource access to said second server node.

2. (original)   The method as in Claim 1, further including a step of counting the number of resources that have transitioned.

3. (original)   The method as in Claim 1 wherein said transition occurs when said first server has failed and said resource is brought online on said second server.

4. (original)   The method as in Claim 1 wherein said transition occurs when a server becomes active following a failure and said resource is brought online on said first server and offline on said second server.

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5. (original)   The method as in Claim 1 wherein said
transition occurs in response to a selection by a user.

6. (original)   The method as in Claim 5 wherein said
transition occurs in response to said user selection so
that said resource is brought online on said second
server.

7. (original)   The method as in Claim 5 wherein said
transition occurs in response to said user selection so
that said. resource is brought online on said first server
and offline on said second server.

8. (original)   A storage medium encoded with
machine-readable computer program code for providing a
transition from a first one of said server nodes to a
second one of said server nodes, wherein, when the
computer program code is executed by a computer, the
computer performs the steps of:

   a.   in response to a request for said
   transition, initiating a thread for effecting
   said transition from said first server node to
   said second server node;

   b.   determining if a shared resource is owned
   by said second node, and if not;

   c.   calling a driver to enable functionality
   of said transition, which transition sets up
   said shared resource access to said second
   server node.

1   9. (original)   The storage medium as in Claim 8,
2 further including a step of counting the number of
3 resources that have transitioned.
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1   10. (original)   The storage medium as in Claim 8
2 wherein said transition occurs when said first server has
3 failed and said resource is brought online on said second
4 server.
1

2   11. (original)   The storage medium as in Claim 8
3 wherein said transition occurs when a server becomes
4 active following a failure and said resource is brought
5 online on said first server and offline on said second
6 server.
7

1   12. (original)   The storage medium as in Claim 8
2 wherein said transition occurs in response to a selection
3 by a user.
4

1   13. (original)   The storage medium as in Claim 12
2 wherein said transition occurs in response to said user
3 selection so that said resource is brought online on said
4 second server.
5

1   14. (original)   The storage medium as in Claim 12
2 wherein said transition occurs in response to said user
3 selection so that said resource is brought online on said
4 first server and offline on said second server.